SPOTLIGHT

GET RECOGNIZED

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OBJECTIVES

To work as a team and successfully achieve the goals of the activity

To gain hands-on experience of the subject through activity-based learning

To understand and practise time and self-management

▰▰▰ ACTIVITIES ▰▰▰

FOOD MELA

On 19th September, 2015, we celebrated 'food mela' in our college during the inter-collegiate competition. All the students were divided into tutorial groups and we were given the activity of food mela as a group. Our group was excited at this opportunity to work together.

The rules and regulations were explained. Our group was assigned "Sevpuri and pani-puri", two very popular dishes that are fun to prepare as well as eat. Our group members discussed what each one should contribute. We considered who would be comfortable bringing what ingredient/material and assigned the tasks. Further communication took place within group members.

On the day of the event, we gathered in the college with all the required materials and ingredients. Our booth was set up and everyone was together to assemble sevpuris and pani puris as per the duties assigned to them. It was quite a success. This activity helped us a lot. It helped us to develop social values, like team-work, co-operation, under-

standing other's perspective. From this activity we came to know, how to make pani-puri and sev-puri, what ingredients are needed to make these two dishes, how to serve the customers, how to manage the accounts etc.

SKIT

On 26th September 2015, we performed a skit. All the students we divided into tutorial groups and we were given the writer's name. We

Munshi Premchand - "Motor ke chinte"

were really excited at this opportunity to work together. We were asked to perform the writer's any short story or scene as a skit in front of our teachers and our peers. Our tutorial group got writer 'Munshi Premchand', who was the Hindustani writer. First we gone through google to know about the 'Premchand'. And then we downloaded various short stories and novels of 'Premhand'. Our tutorial group chosen the short

play called 'Motor ke chinte'. Then we discussed about the characters.

The story was about 'Shastriji' who punishes a gentlemen, who splashes the muddy rain water on him. We practiced well. We took lot of re-gersal and finally we enacted in stage. The whole activity was performed well. All the groups done their best in enacting. We took lot of efforts like costumes, presentaions, sound-effects etc.Team-work and co-operation are the strength of our tutorial group.

KHAJURAHO

There was an activity of power-point presentation. The Presentation was about different monuments as a testimony of our cultural heritage. It was a group assignment/activity. The topic given to us was "Khajuraho". The Khajuraho Group Of Monuments is a group of Hindu and Jain temples in Madhya Pradesh. They are one of the

UNESCO World Heritage Sites in India.The temples are famous for their Nagara Style architectural symbolism and their erotic sculptures.

The presentation was based on various aspects of Khajuraho. It was made systematically starting from brief introduction to facts and history. It also included arts, sculpture, tourism, cultural events, chronology,

architecture of the temple,etc. Topics were distributed equally among group members. There was a great sense of co-operation and co-ordination among group members.

In all, it was a great experience of presenting a topic in a group through power-point presentation. We were able to provide relevant information about the topic-"Khajuraho" successfully.

WORKSHOP AND EXHIBITION

There was an interesting activity of WORKSHOP AND EXHIBITION in our college. The workshop was about "Youth and Media" i.e. The perception of media on today's youth. It was a group activity. We were supposed to make one poster depicting media and youth connection as of today. We had full freedom to be creative and innovative in our ideas. Later, we also had to explain our poster (idea) to the professor.

For exhibition, we were given the topic as "Jute and Bamboo". Basically we were supposed to get objects made up of jute and bamboo and we had to showcase those objects on a table together and then explain about their history and utility of each object.

There was a lot of understanding and co-operation in the group, because of which we were able to do this workshop and exhibition smoothly

and in less time. We understood the various aspects of conducting a workshop and exhibition.

It was a complete new experience. New ideas were developed with respect to the jute and bamboo objects and also social media poster making was very informative and useful in sensitizing the significance of media in present scenario. Overall this activity gave us a practical experience of conducting workshop and exhibition.

INDIAN FESTIVAL

On the occasion of Eid festival, we had done a Special Assembly. We planned to a presentation and a skit. We prepared for the

"Eid - Mubarark"

skit and did several practice sessions after college. We all made two teams. One team worked to present the history behind Eid, its celebration,

food that is made during the festival etc. The other group prepared a skit. The skit was based on a Muslim couple who wants to go to the Masjid but the husband was not feeling well and unable to go. No passers-by listened to them but a Hindu couple helped them to reach the Masjid and pray. Later, the Muslim couple thanked them and asked why being Hindus they helped Muslims.

The Hindu couple replied that Hindu and Muslim don't matter, we all are Indians, it is humans who made religions, but god made human beings. Here we ended the assembly with "Eid Mubarak"

{ *"It is impossible not to be astonished by India. Nowhere on earth does humanity present itself in such a dizzying, creative burst of cultures and religions, races and tongues."* }

STREET PLAY

On the occasion of women's day, teachers had asked students to perform a street play on any topic related to women. We chose a combination of female foeticide, girl education and dowry system. We had to address the local crowd, speaking about the status of women in our society, how a girl child is not accepted, is

"Status of women in our society"

given less preference than a boy, how a girl is ignored and questioned in terms of education and how till today, the 21st century, the dowry sys-

tem is being practiced. We all developed the script and different slogans for the crowd to address them directly with simple and effective lines.
Street play requires a loud voice to cater each and every one on the street. To perform in the presence of such noise as the traffic on the street was one of the challenges in the street play. We

watched and learned from videos on YouTube and finally performed on 8th March on the street. After the street play, we asked for reviews and feedback from few people and we were happy to know that we were successful in putting across the idea clearly to the local crowd. This was really a great and bold experience for all.

<u>OUTCOMES</u>

We were able to –

~Share knowledge, experience and camaraderie, all determined

to attain the objectives of the activities

~Understand, analyze and apply content to task-based

situations

~Prepare for and present activities while adhering to deadlines

ICT—HEALTH ISSUES

Eye strain

One health issue that can occur after using computers for a long time is eye-strain (tiredness of the eyes).

This is caused by looking at a monitor which is a constant distance way. The muscles that focus your eyes do not move, and so get tired and painful. Eye-strain can also cause headaches.

This problem can be solved:

- Look away from the monitor at regular intervals – re-focus on distant or close objects to exercise the muscles in the eye.

- Take regular breaks. Use an anti-glare filter in front of the monitor to cut down on screen reflections that can also tire the eyes.

> " Our technological powers increase, but the side effects and potential hazards also escalate. "

Back and Neck Ache

Many people suffer from back and neck pain after working at a computer for a long time. This is usually due to them having a bad sitting posture.

This problem can be solved:

- Use an adjustable, ergonomic chair, and take the time to set it up properly.

- The keyboard and monitor should be at the correct height for the seated person (keyboard lower than the elbow, top of monitor at eye level).

Take regular breaks: get up, walk around, stretch your muscles
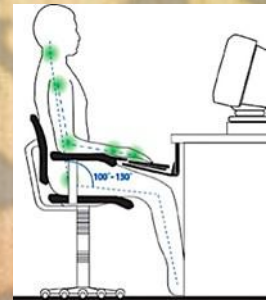
Repetitive Strain Injury (RSI) in Wrists and Hands

Any repetitive movement (same movement over and over again) can result in a health problem called repetitive strain injury (RSI).

In particular, typing and using a mouse for long periods are common causes of RSI in the wrist (it is often called carpal-tunnel syndrome).

This problem can be solved:

- Use a wrist-rest to support the wrists while typing and when using the mouse.
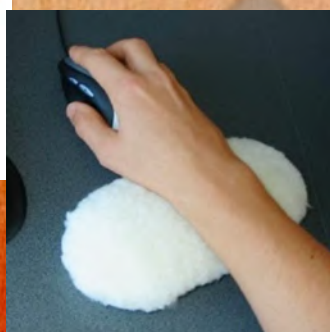
ONE CLICK ONE WORLD

The impact of ICT has changed how we socialize today. There are many positive points but there are many bad points.
The Good Points of the Social Impacts of ICT
There are many good points to the social impact of ICT.

ICT has brought has brought the world together through social networking sites.

ICT has made researching information easier, as information can be found by looking over the internet. This helps people who haven't got a local library near they live.

Through social networking people can speak to family and friends from across the globe. This helps people who can't travel to visit family or friends.

ICT has created many jobs for people to apply for, ICT skills are now required for almost every job and with internet access wildly available, people are able to communicate and work away from an office which has made working from home a more popular choice.

> *"We are all now connected by the Internet, like neurons in a giant brain. "*

THE BAD POINTS OF THE SOCIAL IMPACT OF ICT

There are many bad points to the social impact of ICT. Many of them affect us in the short
term and others in the long term.
 Children and Teenagers spend most of their free time using computers, which affects their social development as they will lack the social skills to speak confidently in school or work, as they would rather text on mobile phones or use an instant messenger than talk to their friends face to face. Some children are also lacking in reading skills as local libraries are being closed down due to children not being interested in reading or going outside. This affects them progressing well in school.
 All local businesses are being affected by the effects of ICT as people would rather shop online which is causing smaller businesses that aren't online to close down as they are losing revenue and can't afford to stay open.

ICT can also affect people's personal health, as they aren't getting enough exercise as they are spending most of their free time indoors on computers instead of going outside.

 Small local businesses are being affected by the effects of ICT as people would rather shop online which is causing smaller businesses that aren't online to close down as they are losing revenue and can't afford to stay open.
The environment is also feeling the effects of ICT as some people are not disposing their old electronical devices in a proper manner which is causing more landfills to show up around the world. Another way ICT affects the environment is computers are using electricity and with so many being used in homes and businesses more energy is consumed, which leads to many issues such as climate change.

Many older people are feeling pressured and overwhelmed with learning how to use new technology and with many services such as Banking, Bill paying and shopping rapidly becoming internet based, some older people are struggling accessing these services. This can affect them financially as many internet goods and services offer cheaper rates and prices than their physical counter-part.

PLAGIARISM

"Originality is undetected plagiarism. "

Plagiarism is defined by Wikipedia as '*the "wrongful appropriation" and "stealing and publication"of another author's language, thoughts, ideas, or expressions"and the representation of them as one's own original work.*'

Plagiarism is equated to 'stealing' another's work. The Latin word 'plagiarius' literally means 'kidnapper'. Though plagiarism is not a legal concept, it is considered as fraud in academic circles. The term essentially denotes the action of taking somebody else's work and presenting it as one's own.

In academic and journalistic fields, plagiarism can lead to expulsion from the institution and suspension or termination of employment respectively. In the former, plagiarism detection software is used to find out if a particular piece of work is plagiarized from another source. However, students find ways to avoid detection by substituting sufficient number of words in the original work.

The internet has provided us with many tools to detect plagiarism. Moreover, people are prevented from copying what is given online by disabling the right-click function and displaying warnings of copyright infringement on the webpage.

The guideline that one is advised to follow is, "If you did not write it yourself, you must give credit."

LET'S TALK ABOUT IT !

FREEDOM OF SPEECH

"Social media is the ultimate equalizer. It gives a voice and a platform to anyone willing to engage."

Internet was invented with the sole purpose of making information easily available and accessible to people. However, along with the positive uses there exists a matching set of negative ones. In fact, the latter far outweigh the former. We cannot deny the wealth of information present on the internet, but this very source of information can and is used often to con people, invade their privacy with undesirable ads, market pornography. The most harmful consequence of the ease of internet access is the simplicity with which criminals can organise their activities.

The question that arises is – can anyone post anything on the internet?

The answer is no. There are limitations. For example:
the Chinese government heavily censors its citizens' use of the internet

libel (written defamation of someone's character) laws apply equally well to the internet

Copyright law is being actively used to suppress websites, for example, many file sharing websites have been shut down over the years.

People may argue freedom of speech; everyone has the right to say or write what they want. Nevertheless, laws are imposed to control or regulate internet content. The arguments used for this are:

   Illegal content should not be made readily available.

   Young children should not be able to access unsuitable content.

   Copyright laws should be maintained.

There are people who will argue that illegal or unsuitable content can be accessed in many ways by those who wish to do so. In addition, it will cost money to users of the internet is control is exercised over content.

Keeping in mind all the pro and con arguments, the issue of content availability on the internet is an important one that affects the social and economic lives of innumerable people. It is possible to educate people about internet use, especially children, to prevent misuse or abuse of content on the internet.

WIKIPEDIA

"Wikipedia is a victory of process over substance. "

'www.Wikipedia.org' is an address that has become a familiar name in schools, offices and every other place where humans who have internet access reside. Wikipedia is an online encyclopaedia that offers vast amount of information on varied subjects. History, Geography, Literature, Politics, Science, Mathematics, Economics, Sports and so on – the list is endless. This website has data on almost every topic under the sun.

The benefits are innumerable – if you can't get to the library, you can research your subject or topic online. In fact, most students don't go to libraries and rely entirely on the internet for information.

There is a downside to Wikipedia too. People copy information directly and paste it on documents, slides etc. The information is then circulated or presented to large audiences. This practice discourages students from writing themselves; they do not bother to write the information in their own words.

As an encyclopaedia, Wikipedia is definitely user-friendly, as it is easily accessible and not bulky or heavy like other encyclopaedias (since it is online.) Nonetheless, it should be used as a reference site and a guide for information. *Use it, don't misuse*

WIKIPEDIA
The Free Encyclopedia

IMPACT ON STUDENTS MOVITVATION

"A creative man is motivated by the desire to achieve, not by the desire to beat others. "

ICTs motivate teachers and students There appears to be general consensus that both teachers and students feel ICT use greatly contributes to student motivation for learning.

Access outside of school affects user confidence (Not surprisingly) Students who use a computer at home also use them in school more frequently and with more confidence than pupils who have no home access.

Where to place computers has an impact Placing computers in classrooms enables much greater use of ICTs for 'higher order' skills than placing computers in separate computer laboratories (indeed, fewer computers in classrooms may enable even more use than greater numbers of computers located in separate computer labs). Related to this is an increasing attention given to the use of laptops by both teachers and students (and in some places, 'computers-on-wheels'), as well as, to a much lesser extent, to the use of personal digital assistants and other mobile devices.

Models for successfully integrating ICT use in school and after school hours are still emerging There are few successful models for the integration of student computer use at home or in other 'informal settings' outside of school facilities with use in school.

The appropriate ages for introducing computers to students are hotly debated On a general level, appropriate ages for student ICT use in general are unclear. However, it is clear that certain uses are more or less appropriate, given student ages and abilities. Emerging research cautions against widespread use at younger ages.

ICTs can promote learner autonomy Evidence exists that use of ICTs can increase learner autonomy for certain learners.

Gender affects impact Uses of ICTs in education in many cases to be affected by the gender of the learner.

The 'pilot effect' can be an important driver for positive impact Dedicated ICT-related interventions in education that introduce a new tool for teaching and learning may show improvements merely because the efforts surrounding such interventions lead teachers and students to do 'more' (potentially diverting energies and resources from other activities).

WHAT THE HECK!

I GOT

HACKED

"Hackers often describe what they do as playfully creative problem solving. "

One of the issues in Information and Communication Technology is hacking. A hacker is someone who seeks and exploits weaknesses in a computer system or computer network. Hackers may be motivated by a multitude of reasons, such as profit, protest, challenge or enjoyment.

What is social hacking?

Social hacking is the act of attempting to manipulate outcomes of social behaviour through orchestrated actions. Simply put, a social hacker will gain access to information that is restricted or 'off limits' or to a physical space without proper permission.

How does a social hacking attack take place?

Mostly, a social hacking attack is achieved by an individual who pretends to be someone else. A social hacker will gain the trust of the person he wants to impersonate and elicit personal or confidential information. Social media witnesses such attack as a lot of information about an individual or a group of individuals is displayed online. Social hacking can damage the online profile of a person or a brand.

Awareness helps reduce the volume of hacks being carried out; nonetheless, technology has enabled attack tools to become more sophisticated. Thus, constant vigilance is a must for any kind of online activity.

HACKERS

Issues in Information and Communication Technology (ICT)

BRIGHT SIDE

"We need technology in every classroom and in every student and teacher's hand, because it is the pen and paper of our time, and it is the lens through which we experience much of our world."

ICT encompasses telephone, wireless and computer technology. These three terms themselves have varied implications. These industries have revolutionized the way the world operates. Modes of communication among people have altered so rapidly over the past few years it's hard to keep up with the constant influx of changes. For instance, telephones are now Smartphones and these have newer models every other day. Information Technology has had a considerable impact on various aspects of our lives in a helpful and advantageous manner.

Positive Social Impact

We can now either talk, text, or e-mail, over an internet link or telephonic connection to anyone nearly anywhere in the world. A friend in Canada or Australia is never too far away for a conversation via any social networking site. Friends from school and college, relatives who have moved away and neighbours you like and want to keep in touch with are available through the internet.

Technology in Education

ICT is a useful tool for teaching students of all ages. It has motivated students as well as facilitated completion of work and enhanced communication between teachers and students. Not only do students study it as a subject but they also use it to complete assignments and projects or learn other subjects in school.

ICT at your disposal

Communications can take place instantaneously, 24 hours a day, 365 days a year across the globe. Messages can be sent to one or multiple recipients. ICT has enabled us to accomplish many tasks at once and information is always a click away (provided you can access the internet). The development of Information and Communication Technology is indeed a boon for the whole world.

TECHNICALLY IT'S AN ART

Computers are general purpose creation, storage and distribution systems. They have become part and design of our contemporary culture coexisting alongside television, radio, video and computer games. In addition the Internet and e-mail provide resources and communication opportunities for schools to use and develop. Communication in our culture and society is becoming increasingly visual. Our role therefore is not simply to facilitate the development of skills in art and design but to provide a context for assisting pupils to construct meaning from this array of visual information. In other words teachers and parents share a responsibility

"The art challenges the technology, and the technology inspires the art. "

to teach the next generation how to use ICT purposefully in their learning.

Using computers is fun, but ICT is also a challenge to understand the wide range of applications available. ICT is therefore essential that we teach children basic skills in using and managing the computer environment and creatively explore the range of computer software tools in order to gain an understanding of its strengths in much the same way as we teach using traditional tools and media. This will enable them to choose the most appropriate tools in the future.

Using Information Communication Technology in art and design and design is a new area of experience for both pupils and teachers. ICT provides children with access to a wide range of processes and tools that until recently were only available to professionals working in the design and film industries.

In art and design education the use of computers, scanners, digital cameras, printers and the Internet is challenging us to rethink the ways in which we develop pupil's creativity. ICT blurs the boundary between traditional art and design forms providing opportunities to express ideas in many different ways. In teaching art and design and design we need to consider how ICT might be used alongside and or integrated with art and design practice and how to develop this new medium in a way that develops and extends visual understanding.

Many artists and designers are using ICT to develop and create their work. Therefore to have the broadest experience pupils must also have access to ICT in relation to their art and design work.

A GAMER'S COFFEE: GAMES

"We set up a situation and let you interact with it and see the consequences of your choice. That's what gaming does. "

Since early nineties, the computer has become very popular, with nearly every household starting to own one. Today, the computer has become a necessity to help in business, studies and so on.

Computer games are one of the main reasons why young children and teenagers alike are attracted to the computer .With modern technology available, computer games can also played on the Internet with strangers from faraway countries.

DISADVANTAGE

Some students get hooked on to playing computer games so much so that they tend to lose interest in other more important things like studies.

In addition to that, looking at the computer screens without resting the eyes for long periods of time, will spoil our eyesight.

Another problem is that the market is flooded with new and more sophisticated games and players are never able to satisfy themselves as each victory fuels another urge for a new challenge.

Some of these games are violent and that is in turn harmful for growing children as it can make them hostile.

one of the biggest concerns of playing excess computer games is that a child does not go out and play. Playing outdoor sports not only increases fitness but also helps in better growth of children as they are able to adapt better socially.

ADVANTAGE

computer games help student's develop eye hand coordination. continues movement of the fingers and focus on the screen can be good exercise for the eye and fingers.

computer games are known as stress busters for children, as they are fun and challenging.

now-a-days a lot of games are designed to improve the various intellectual skills of students like mathematics, grammar, science…

computer games also promote high level of decision making ability in a child as he/she is constantly making decisions in the game.
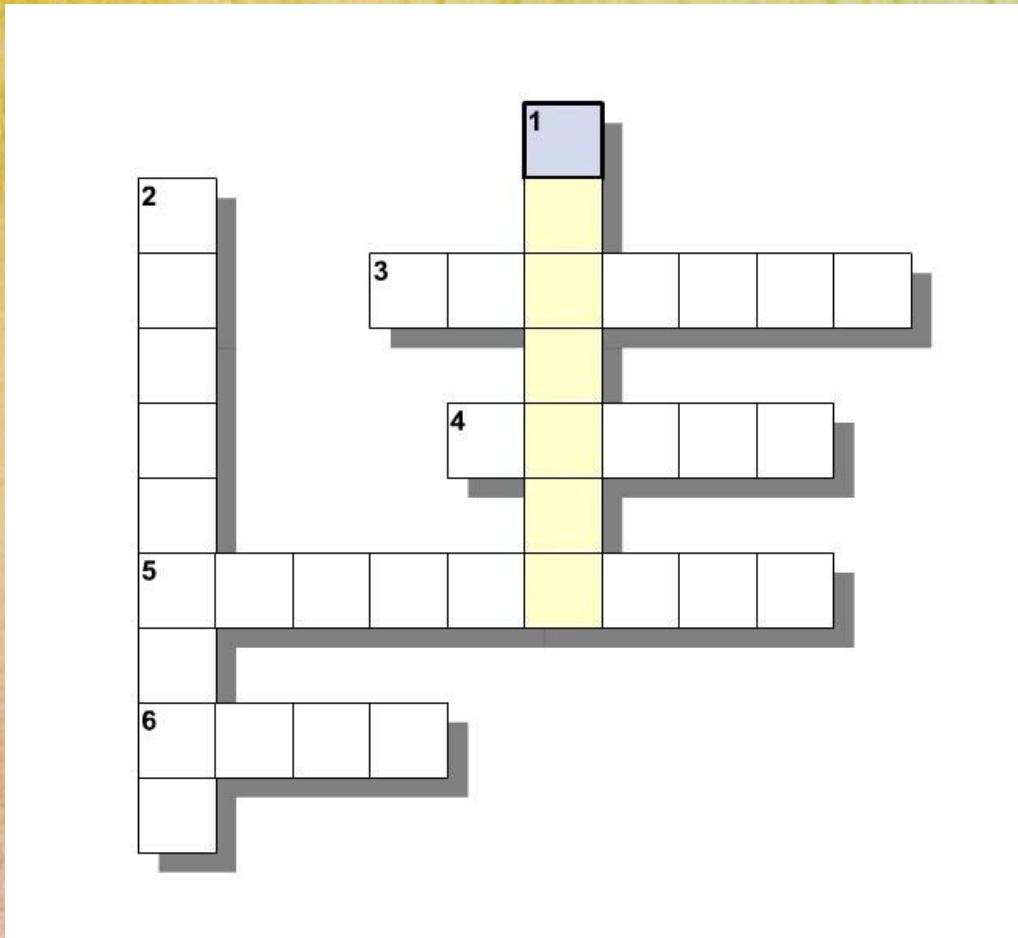
helps connect to people all over the world, many games can be played by many people across the globe at the same time, which can become a boon for students to connect.

computer games make children competitive. Games that require them to play against virtual or real opponents living in another part of the world improve their concentration.

It's all about Computers...

Crossword Hints

1. an operating system
2. this key erases
3. displays
4. a click on it
5. Software
6. the key gives the capital alphabets

FAST FACTS

Did You Know?

• It took the radio 38 years and the television only 13, but the internet reached 50 million users in only 4 years.

• The computer mouse was invented by Doug Engelbart in 1963. It was made out of wood (weird, huh).

• In 2009 the average number of Internet transactions per second was 2,000. The total number of goods sold was worth $60 billion.

• Early hard disks in personal computers held only 20 MB of data and cost around $800. In 2010 you could get a 2 GB flash drive for around $8. This implies that there is a 100-fold reduction in the price and a 100-fold increase in storage capacity.

• The computing power in today's cell phones is much higher than the processing power of all the computers in the Apollo 11 Lunar Lander that put 2 men on the moon.

• The first micro-processor was the 4004, Intel had originally designed it for a calculator and no one had any idea to what it would lead.

• 160 billion emails are sent daily, 97% of which are spam. Spam generates 33bn KWt-hours of energy every year, enough to power 2.4 million homes, producing 17 million tons of CO_2.

• Only about 10% of the world's currency is physical money, the rest only exists on computers.

• TYPEWRITER is the longest word that you can write using the letters only on one row of the keyboard of your computer.

• Around 50% of all Wikipedia vandalism is caught by a single computer program with more than 90% accuracy.

• If there was a computer as powerful as the human brain, it would be able to do 38 thousand trillion operations per second and hold more than 3580 terabytes of memory.

• The password for the computer controls of nuclear tipped missiles of the U.S was <u>00000000</u> for eight years.

• An average person normally blinks 20 times a minute, but when using a computer he/she blinks only 7 times a minute.